

Chef

You start knowing how many pairs of evil players there are.



Investigator

You start knowing that 1 of 2 players is a particular Minion.



Washerwoman

You start knowing that 1 of 2 players is a particular Townsfolk.



Librarian

You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



Undertaker

Each night*, you learn which character died by execution today.



Empath

Each night, you learn how many of your 2 alive neighbours are evil.



Monk

Each night*, choose a player (not yourself): they are safe from the Demon tonight.



Sailor

Each night, choose an alive player: either you or they are drunk until dusk. You can't die.



Fortune Teller

Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.



Slaver

Once per game, during the day, publicly choose a player: if they are the Demon, they die.



Ravenkeeper

If you die at night, you are woken to choose a player: you learn their character.



Mayor

If only 3 players live & no execution occurs, your team wins.

If you die at night, another player might die instead.



Virgin

The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.



Butler

Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.



0----

On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.



Drunk

You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.



Saint

If you die by execution, your team loses.



Spy -

Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



Widow

On your 1st night, look at the Grimoire & choose a player: they are poisoned.

1 good player knows a Widow is in play.



Boomdandy

If you are executed, all but 3 players die.

After a 10 to 1 countdown,
the player with the most players pointing at them, dies.



Scarlet Woman

If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)



Ojo

Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.



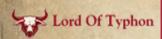
Lord Of Typhon

Each night*, choose a player: they die.

[Evil characters are in a line. You are in the middle.
+1 Minion. -? to +? Outsiders]



Dusk Check that all eyes are closed. Some Travellers & Fabled act.



Wake the appropriate number of players directly clockwise and counter-clockwise from the Lord of Typhon: Show each of these players a unique Minion token, and give a thumbs down. Replace these players' good character tokens with these Minion tokens and put these players to sleep. Then, do the Minion Info and Demon Info steps as normal.



Wake the appropriate number of players directly clockwise and counter-clockwise from the Lord of Typhon: Show each of these players a unique Minion token, and give a thumbs down. Replace these players' good character tokens with these Minion tokens and put these players to sleep. Then, do the Minion Info and Demon Info steps as normal.



Minion Info

If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON token. Point to the Demon.



Demon Info

If there are 7 or more players, wake the Demon:

Show the THESE ARE YOUR MINIONS token. Point to all Minions.

Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens.



Sailor

The Sailor chooses a living player. @



Widow

Show the Grimoire for as long as the Widow needs.

The Widow picks a player. Mark that player with a POISONED reminder. @ Put the Widow to sleep. Wake any good player. Show them the Widow token. Put them to sleep. Mark them with the KNOWS reminder. @



Show the Grimoire to the Spy for as long as they need.



Washerwoman

Show the Townsfolk character token. Point to both the TOWNSFOLK and WRONG players.



Librarian

Show the Outsider character token. Point to both the OUTSIDER and WRONG players.



Investigator

Show the Minion character token. Point to both the MINION and WRONG players.



Chef

Give a finger signal.



Empath

Give a finger signal.



Fortune Teller

The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING).



Butler

The Butler chooses a player. @



Ogre

The Ogre points to a player:

If the player is evil, flip the Ogre's token upside down.



Dawn

Wait a few seconds. Call for eyes open.



	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
L.	Sailor	The Sailor chooses a living player.
2	Monk	The Monk chooses a player. ◎
-3	Spy	Show the Grimoire to the Spy for as long as they need.
	Scarlet Woman	If the Scarlet Woman became the Demon today, show them the YOU ARE token, then the Demon token.
8	Ojo	The Ojo points to a role. If a player has that role, they die. If the role is out of play, the Storyteller chooses any number of players that die. ■
A	Lord Of Typhon	The Lord of Typhon chooses a player. ⊚
2	Ravenkeeper	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.
\$	Empath	Give a finger signal.
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING).
	Undertaker	If a player was executed today, show their character token.
*	Butler	The Butler chooses a player. ◎
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.
3		